

## Searches for User *gphilippe* (Count = 5220)

Queries 5171 through 5220.

S #	Updt	Database	Query	Time	Comment
<a href="#">S5220</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	(amplitude\$1 or waveform\$1) and 6710817.pn.	2006-03-31 19:00:34	
<a href="#">S5219</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	correct\$ and 6710817.pn.	2006-03-31 18:40:44	
<a href="#">S5218</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	6710817.pn.	2006-03-31 16:24:49	
<a href="#">S5217</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	6028626.pn.	2006-03-31 13:54:28	
<a href="#">S5216</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	time and 6271752.pn.	2006-03-31 13:49:23	
<a href="#">S5215</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	alert\$ and 5629981.pn.	2006-03-31 13:09:12	
<a href="#">S5214</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	(internet or world) and 5629981.pn.	2006-03-31 13:03:53	
<a href="#">S5213</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	video and 5629981.pn.	2006-03-30 20:59:04	
<a href="#">S5212</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	remote\$ and 5629981.pn.	2006-03-30 20:56:21	
<a href="#">S5211</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	weight and horizontal\$ and vertical\$ and (((area\$1 near3 overlap\$4) same motion vector\$1) )	2006-03-27 13:01:54	
<a href="#">S5210</a>	<a href="#">U</a>	PGPB,USPT,EPAB,JPAB,DWPI	((area\$1 near3 overlap\$4) same motion vector\$1)	2006-03-27 13:01:26	

<u>S5209</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(wired or wireless\$) and 6246320.pn.	2006-03-25 16:09:07
<u>S5208</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI signal\$ and 6246320.pn.	2006-03-25 16:03:18
<u>S5207</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(BMV\$3 with motion vector\$1)	2006-03-24 18:49:27
<u>S5206</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI transcod\$ and (mode\$1 and motion vector\$1 and reference macroblock and (motion vector\$1 same horizontal\$ same vertical\$) )	2006-03-24 18:42:23
<u>S5205</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI mode\$1 and (motion vector\$1 and reference macroblock and (motion vector\$1 same horizontal\$ same vertical\$) )	2006-03-24 18:41:53
<u>S5204</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI motion vector\$1 and (reference macroblock and (motion vector\$1 same horizontal\$ same vertical\$) )	2006-03-24 18:41:42
<u>S5203</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI reference macroblock and ((motion vector\$1 same horizontal\$ same vertical\$) )	2006-03-24 18:41:19
<u>S5202</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI (motion vector\$1 same horizontal\$ same vertical\$)	2006-03-24 18:40:40
<u>S5201</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI ((motion vector\$1 same mathematical\$) ) and ((reference motion vector\$1) )	2006-03-24 18:34:42
<u>S5200</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI (reference motion vector\$1)	2006-03-24 18:34:27
<u>S5199</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI (motion vector\$1 same mathematical\$)	2006-03-24 18:32:50
<u>S5198</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI (motion with field\$1) and 6434196.pn.	2006-03-24 18:22:58
<u>S5197</u>	<u>U</u>	USPT '6299536'.pn.	2006-03-24 18:13:42
<u>S5196</u>	<u>U</u>	USPT '6299536'.pn.	2006-03-24 18:11:44
<u>S5195</u>	<u>U</u>	USPT '6313871'.pn.	2006-03-24

<u>S5194</u>	<u>U</u>	USPT	'5742845'.pn.	18:11:35 2006-03-24 17:38:43
<u>S5193</u>	<u>U</u>	PGPB	'20010001854'.pn.	2006-03-24 17:38:35
<u>S5192</u>	<u>U</u>	USPT	'6252598'.pn.	2006-03-24 17:38:16
<u>S5191</u>	<u>U</u>	USPT	'5450490'.pn.	2006-03-24 17:38:02
<u>S5190</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	tray\$1 and chips and ((angular\$ or angle\$1) and ((camera\$1 or ccd\$1) with gaming table\$1) )	2006-03-24 17:25:54
<u>S5189</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(angular\$ or angle\$1) and (((camera\$1 or ccd\$1) with gaming table\$1) )	2006-03-24 17:25:31
<u>S5188</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	((camera\$1 or ccd\$1) with gaming table\$1)	2006-03-24 17:25:06
<u>S5187</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(tray\$1 with chip\$1) and ((camera\$1 same casino same gambl\$) )	2006-03-24 17:21:32
<u>S5186</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(camera\$1 same casino same gambl\$)	2006-03-24 17:21:04
<u>S5185</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(mode same overlap\$) and 6993075.pn.	2006-03-24 16:51:50
<u>S5184</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	mode and 6993075.pn.	2006-03-24 16:49:59
<u>S5183</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	multipl\$4 and 6434196.pn.	2006-03-24 16:42:24
<u>S5182</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	multipli\$4 and 6434196.pn.	2006-03-24 16:42:14
<u>S5181</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(multipli\$4 same overlap\$ same macroblock\$1)	2006-03-24 16:10:14
<u>S5180</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	weight\$ and 6434196.pn.	2006-03-24 15:51:49
<u>S5179</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI	(overlap\$ same motion) and 6434196.pn.	2006-03-24

<u>S5178</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(overlap\$ same motion vector\$1) and 6434196.pn.	15:32:18 2006-03-24 15:31:54
<u>S5177</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI motion vector\$1 and 6434196.pn.	2006-03-24 15:22:58
<u>S5176</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(ratio\$1 with macroblock\$1) and ((motion vector\$1 same overlap\$ same macroblock\$1) and (mode\$1 or (I with B with P)) )	2006-03-23 20:08:45
<u>S5175</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(motion vector\$1 same overlap\$ same macroblock\$1) and (mode\$1 or (I with B with P))	2006-03-23 20:07:56
<u>S5174</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(transcod\$ or reencod\$ or reencod\$) and ((vertical\$ same size same horizontal\$) and (scaling or scalability or scalable or scaled) and (overlap\$ same (block\$1 or macroblock\$1)) and (motion near3 vector\$1) )	2006-03-23 20:03:03
<u>S5173</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(vertical\$ same size same horizontal\$) and ((scaling or scalability or scalable or scaled) and (overlap\$ same (block\$1 or macroblock\$1)) and (motion near3 vector\$1) )	2006-03-23 20:02:19
<u>S5172</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(scaling or scalability or scalable or scaled) and ((overlap\$ same (block\$1 or macroblock\$1)) and (motion near3 vector\$1) )	2006-03-23 20:01:31
<u>S5171</u>	<u>U</u>	PGPB,USPT,EPAB,JPAB,DWPI(overlap\$ same (block\$1 or macroblock\$1)) and (motion near3 vector\$1)	2006-03-23 20:00:52

Find

Latest

Prev

Next

Oldest

Edit

Help

Return